NES-CW-USA

TINY TOON

CARTOON WORKSHOP

HOW TO PLAY

KONAMI®

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COME JOIN THE WIDE, WONDERFUL, WACKY WORLD OF ANIMATION!

Now you have the chance to create your own cartoon lineup for Saturday mornings, Prime Time or anytime. You become a big-time director with *Tiny Toon Adventures*™ *Cartoon Workshop* from Konami. Before you begin your hunt for the Academy Award, we suggest you read the following instructions thoroughly.

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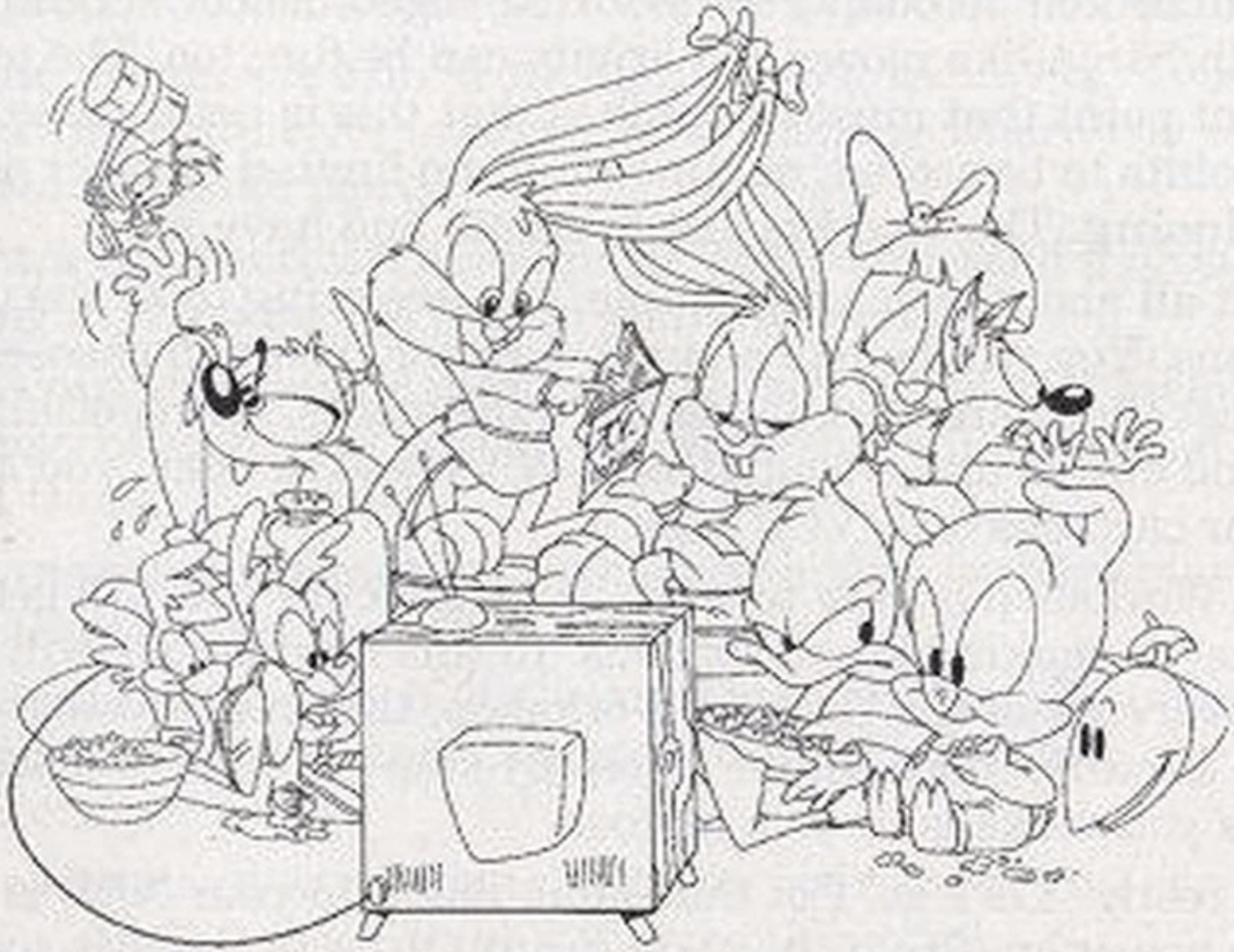
THE GANG'S ALL HERE

You may have noticed already that the characters here in **Cartoon Workshop** look familiar. That's because we talked the cast of *Tiny Toon Adventures* into being our featured actors. Buster Bunny, Babs Bunny, Furrball, Plucky Duck, Calamity Coyote, Little Beeper, and Montana Max were all thrilled to share the spotlight for you. They thought this would be a super chance to... excuse me, I've just been handed a memo.

Hmmm. Ahhh, that figures... We apologize, but Monty's agent has informed us that his client insists that the name be changed to *Montana Max's Cartoon Workshop*, or he will not participate. That's very interesting, isn't it? How would you handle a problem like this? On one hand, you have some major talent here, and it would be great to get all these big stars lined up for the product. On the other hand, it is Monty we're talking about. He is the biggest star of them all, and the product would be a disaster without him.

NOT!

So, welcome to **Tiny Toon Adventures Cartoon Workshop**, starring just about everyone *except* Montana Max.



WELCOME TO THE NINETIES

Times are changing, and so are the uses for your NES™. It's not enough to be able to bounce off assorted vegetables or slice up bad guys with Ninja-like moves. Creativity can be fun, too. The most important point that must be made is that this is not a game. There are no points to be scored, no time limit, no limited number of "lives" and **no losing.** The object is just to create and have fun!

What's it all about, you ask? Simple, you are going to be the creator of cartoons. You will be like a movie director. You will choose the scene, cast the characters, guide the movements, add special visual and sound effects and a soundtrack! When you're done, you can even save your cartoons on a VCR tape.

Cartoon Workshop is easy to learn. With practice you will get better and better at making great cartoons. In this manual, we will give you an overview of the Cartoon Workshop, then teach you about the controls. Finally, there will be a step-by-step example to teach the basics as you make your own cartoon.

Are you ready? Let's go! Put the Game Pak into your NES unit and turn the power on. Press the START button to go to the title screen. Press it again to begin.

AN OVERVIEW OF CARTOON WORKSHOP

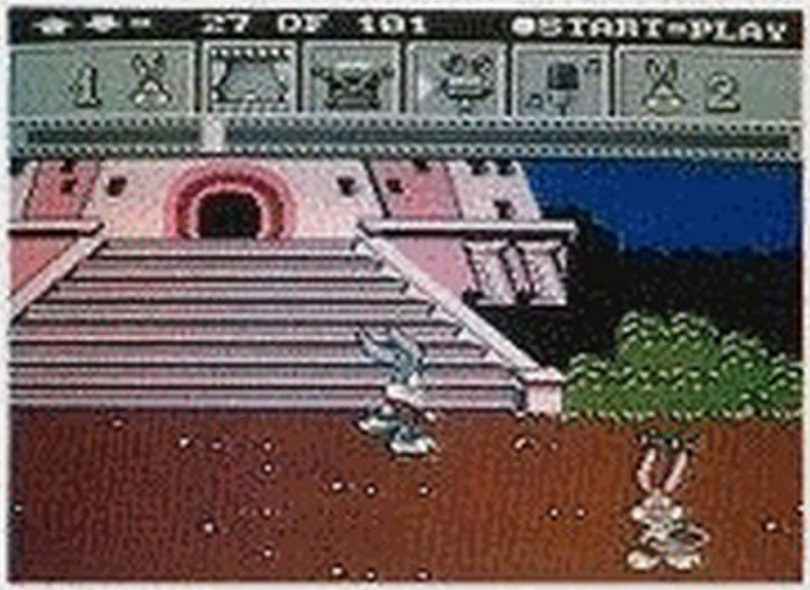
The process is easy to understand. There are a few steps to creating your cartoons. Each of these steps will be explained in detail later.

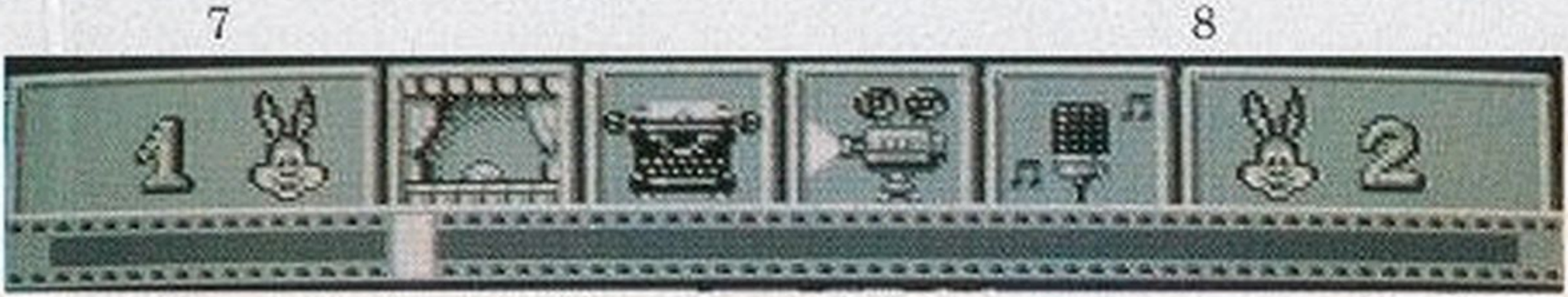
1. **Set the stage.** Cartoon Workshop offers a variety of "Tooney" scenes and plain color backgrounds. Pick one where you want your story to take place.
2. **Select a character.** There are six characters (and a *prop* option) waiting in the wings to star in your production!
3. **Give your character movement.** Each of the cast members has a variety of animated actions which he/she will perform if you direct them.
4. **Add another character**, if you choose. Any cartoon may have two characters on the screen at a time.
5. **Add some dialogue**, if you wish. There are favorite phrases of the Tiny Toon Adventures stars, as well as a few special phrases for special occasions.
6. **Add sound** and/or **props** to spice up your show. You can also select a musical **soundtrack** to liven things up.

BACK TO THE DRAWING BOARD...

Or in this case, the drawing screen. Here are the parts of the Cartoon Workshop screen. When you move the control pad left or right, the boxes at the top will drop down rolls of film. The films show different items. We call these *menus*, because you can select an item from a long list, just like at a restaurant!

You can use the up/down direction on the control pad to move the items up or down. When you find something you want to use, press the A button. If you want to back up, press the B button.





(1) Actor 1 ..... Add a character or a prop.

(2) Scenes ..... Select a background for the action to take place.

(3) Text Mode ..... Add words to your cartoons.

(4) Edit Mode ..... Look at the film frames one-by-one to see what you have created. Go forward or backward and make changes or add new items.

(5) Sound Mode .... Add a musical soundtrack or sound effects.

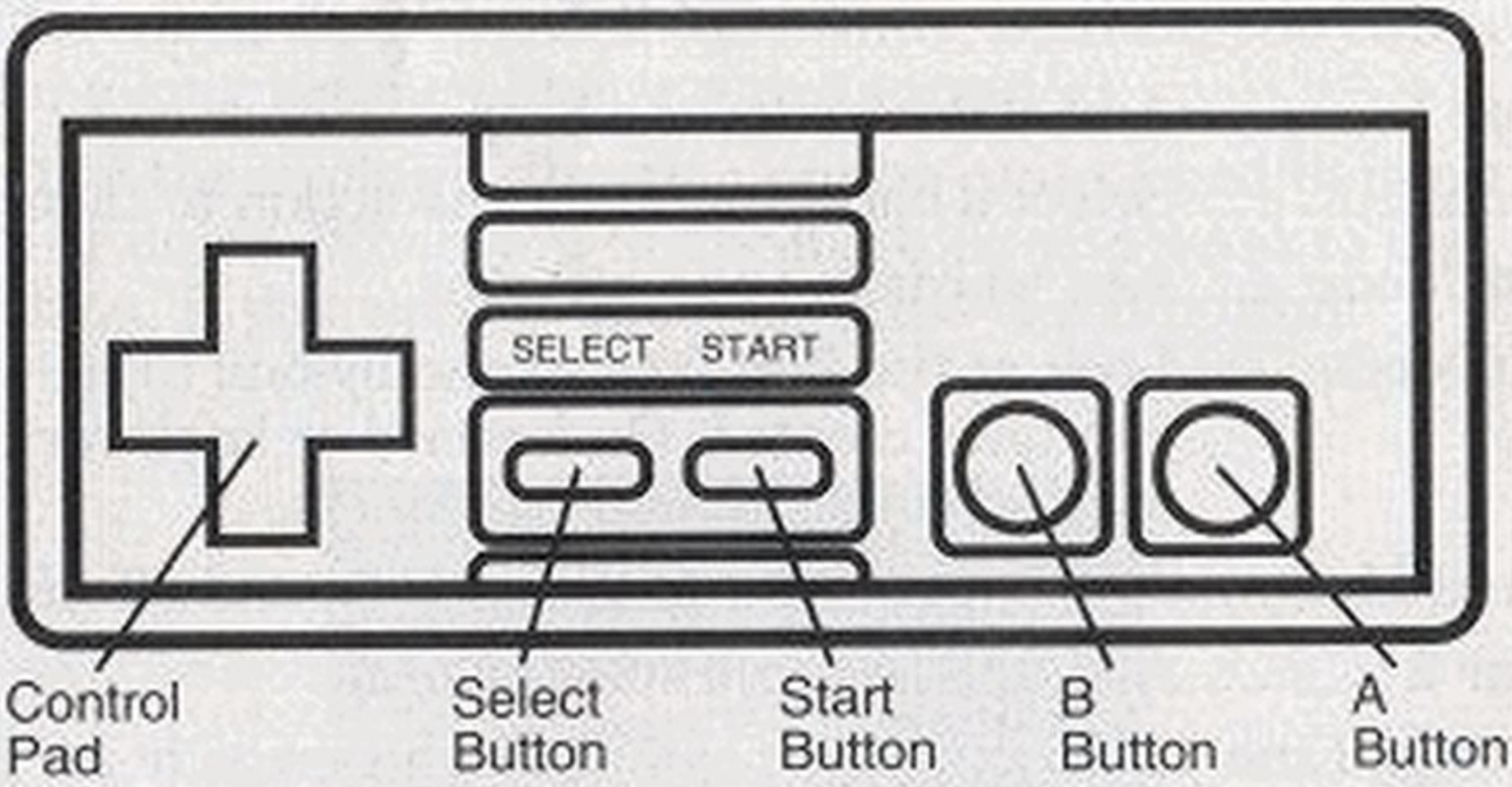
(6) Actor 2 ..... Add another character or prop.

(7) Message Line . Sometimes you can read a message here. You might see the name of an animated sequence, or a character's name, or the text from a text box.

(8) Instructions .... This spot will remind you what function different buttons perform.

USING THE CONTROL PAD

Most of your work in Cartoon Workshop will be done with the control pad and the A or B buttons.



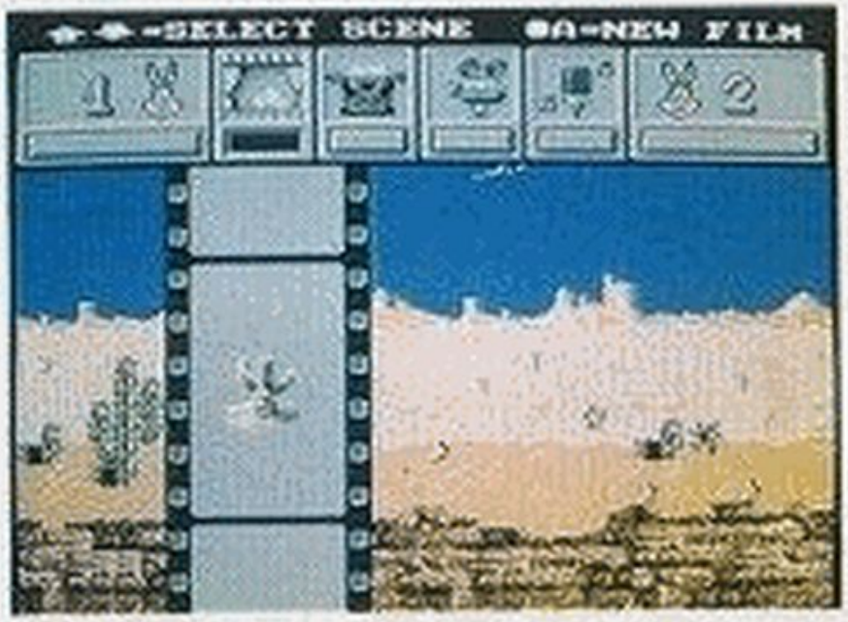
PART 1: SET THE STAGE

Selecting a new scene always starts a new cartoon.

Use the control pad to move to the **Scenes** menu. When the menu drops down, use the control pad to move up or down through the list. The scene names will appear in the message box.

- Press the A button to select a scene.

When you have picked a new scene, Cartoon Workshop reminds you that changing scenes erases all of your previous work. If you don't want this to happen, the word **OOPS!** is already highlighted. Just press the A button. If you want to start a new cartoon, move the black highlighting box (press left on the control pad) over the word ERASE and press the A button.



There are eight scenic backgrounds and 11 solid color backgrounds. Most of these scenes are larger than the screen, so your characters can roam around. The scene will move along with the actors. The only time they vanish is when you get to the edge of a scene and the background can't move anymore.

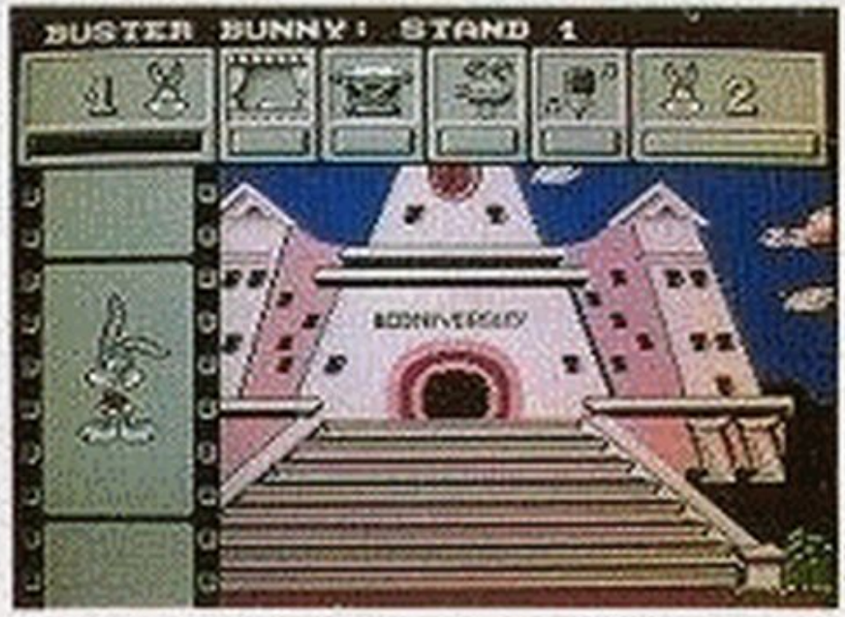
PART 2: SELECT A CHARACTER

You may have up to two characters on the screen at one time.
Note: *A prop counts as one character.*

Use the control pad to move to the **1st Actor** menu. When it first drops down, you will see Buster Bunny.

Press the control pad up/down to see other characters.

- Press the A button to select a character (or props).
- Press the B button to cancel if you change your mind.

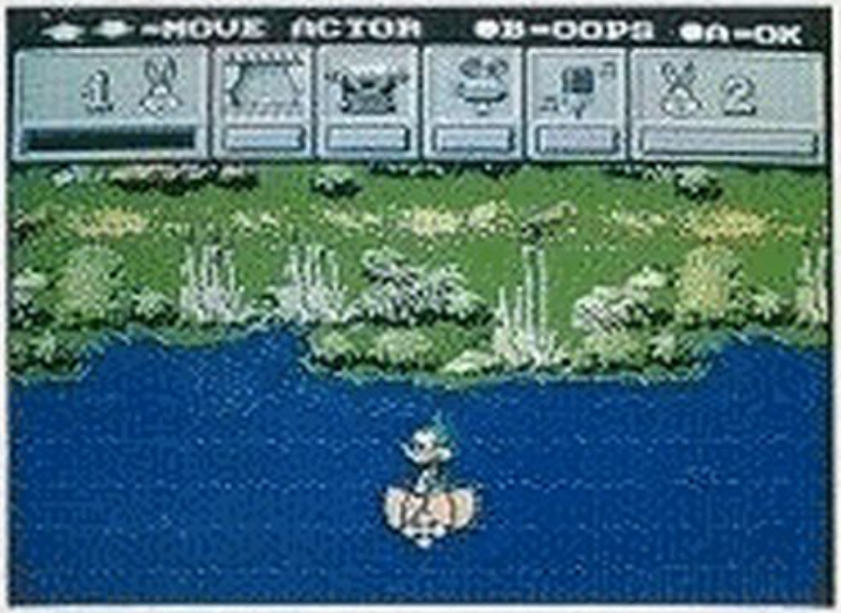


PART 3: MAKE YOUR CHARACTER MOVE

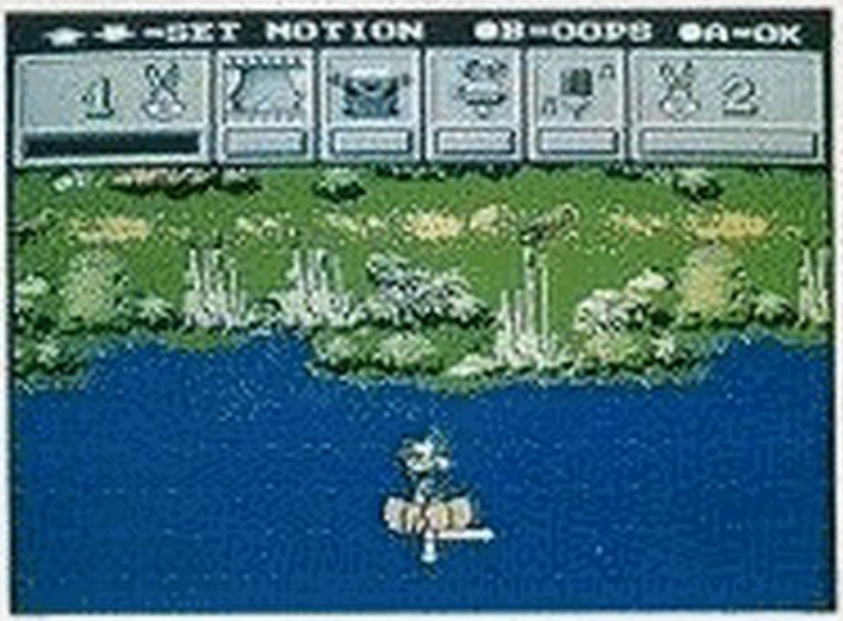
When you pick an actor, the film clips will change to animated pictures. In the message box you will see a name describing each series of animations.

- Find one you like and press the A button.
  (Remember, you can always use the B button to go back one step. If you have set the character in motion, you must use the scissors to delete the character, then re-do it).

The actor will now appear on-screen with a four-way arrow on the bottom. You are now in the **edit mode**. There are three steps here; place the actor, move the actor and film the actor.

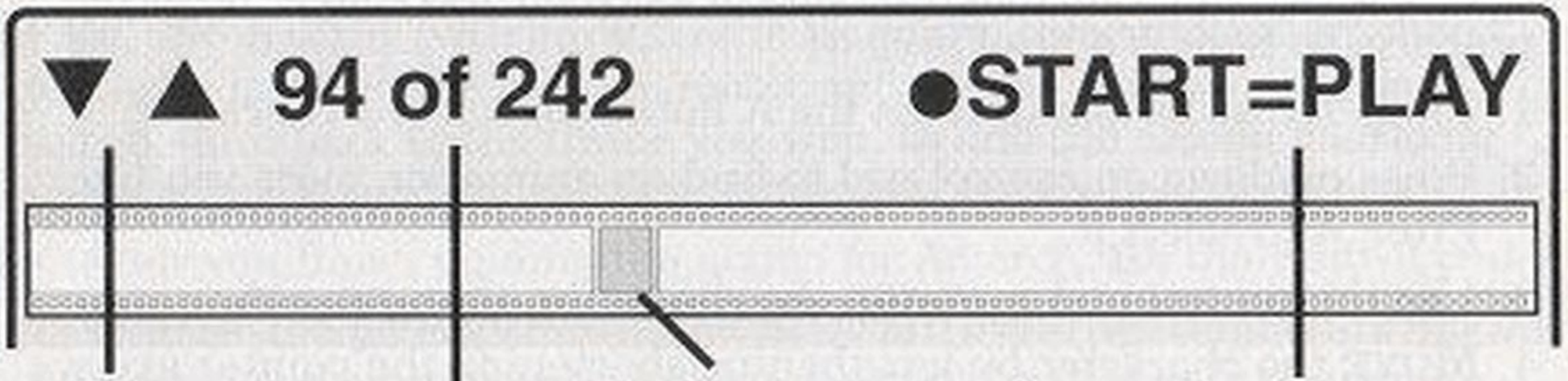


- Move the actor to the location on the screen where you want him or her to begin. Press the A button to *place* the actor.
- You will see a square box. Press the control pad to make arrows appear. They show which direction the actor will *move*. The longer an arrow gets, the faster the actor will move in that direction. For example, if you have a real long arrow pointing left for Plucky Duck in his airplane, he will fly left quickly. Some animations, as you will see, have limited movement or don't move at all.



- Press the A button again to *film* the actor. The character begins where you placed him/her. At the top of the scene is a long film strip. This is the **Edit Menu**. Above that is the frame counter. It shows which frame of film you are at, and how many total frames are in your cartoon. Cartoon Workshop automatically sets the length of the film for you. For example, if the counter reads 25 of 105, it means you are on film frame 25 out of a total of 105 frames.

- To advance the film one frame, press the control pad up. Continue until you are ready to have the actor do something different.
- Repeat the steps to assemble your cartoon!



Each press of the control pad (up) advances one frame or (down) backs up one frame.

***Frame counter** tells you which frame you are on (eg. 94) and how many frames are in your cartoon (eg. 242).*

*Film **frame indicator** to let you know how far along in the cartoon you are.*

*To view your cartoon from the beginning, press the **Start** button. (To view from the current frame forward, just press the A button.)*

The Edit Mode Menu

CHARACTER MOVEMENT REVIEW

Creating action is the toughest part of Cartoon Workshop. It takes practice, so here is a brief review:

1. From 1st Actor menu, press the A button to select a character.
2. Press up/down on control pad to find an animation piece you like. Press A to select it.
3. Use the control pad to **PLACE** the character, then press A.
4. **MOVE** the character by lengthening/shortening the pointer arrows with the control pad. Press A when you have the desired effect.
5. When you are done with a piece of movement, go back to the Actor menu and repeat the above steps as often as you like until your cartoon is done.

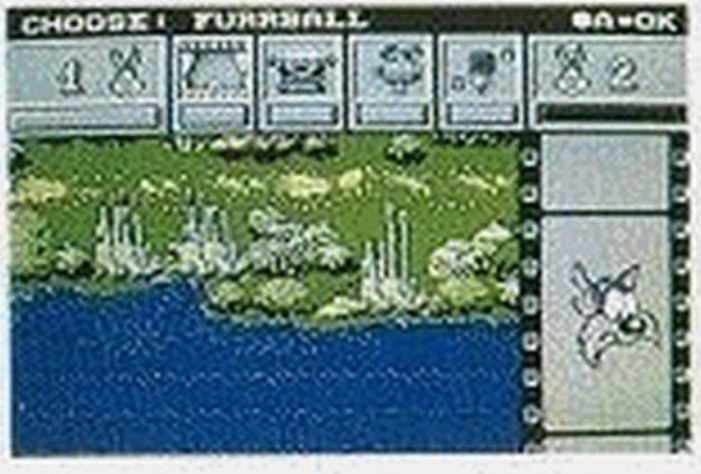
Keep in mind that as soon as you press the A button (in step 4) the filming is complete. That animation fills the remaining frames (erasing all animations after it). Your task is add one animation after another to **build** the cartoon.

PART 4: ADD ANOTHER CHARACTER

The steps are the same as before, with a few special considerations.

First, if you want two characters to be on the screen together, then you have to place the first character and set the movement. Then roll the film back to the frame you want to add the second character and add the second character's movement. Here's how it is done:

- After you finish guiding the action for Actor 1, use the control pad to select the Edit Menu.
- Press down on the control pad to rewind the film as far back as you want to go.
  (Or add the second character at the end—it's up to you!)
- Use the control pad to select the **Actor 2** menu.
- Add action for the new character. By switching back and forth between the two actors, you can create a really fun, action-packed cartoon.



Don't forget, an actor can also be a prop. There are several from which to choose. For even more fun, you can...

PART 5: ADD TEXT

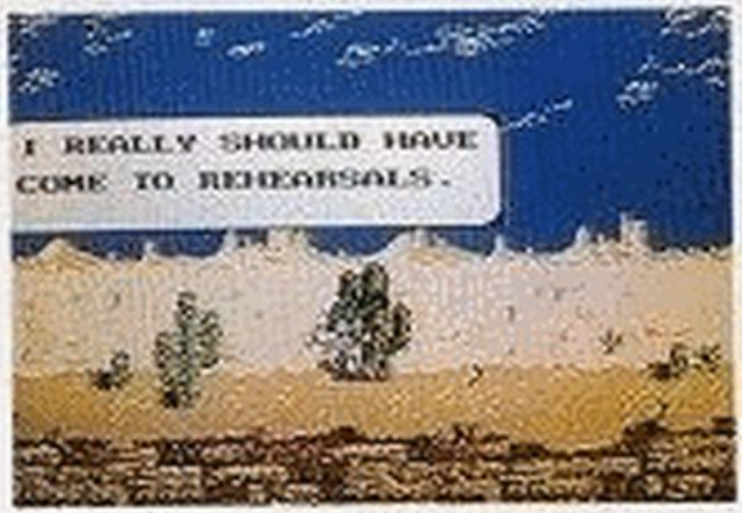
...make "talkies!" The cast of Tiny Toon Adventures are well known for their witty dialogue. Buster Bunny's clever one-liners are funnier than a bunny should be, and Babs often makes humerous remarks that are, as she would say; "to die for!"

To add dialogue to your cartoon, follow these simple steps:

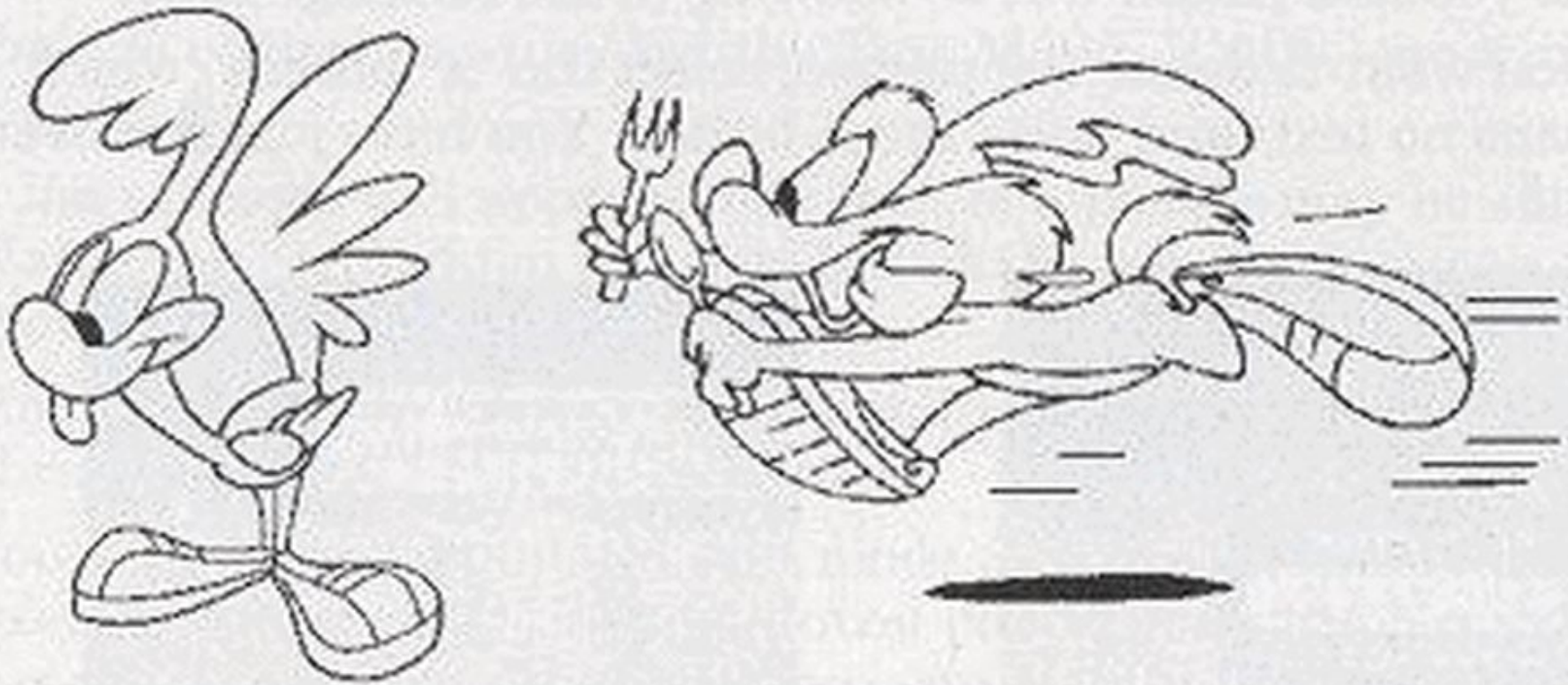
- Select the frame in which you want to add text.(Use *edit mode* to pick a frame.)
- Use the control pad to select the Text Menu. It's the one with the typewriter.
- A list of words will appear. Only part of a phrase may be shown. Watch the highlighted message box at the top of the screen. It shows all of the text.
- Move up or down through the list with the control pad. Find a phrase you like. Press the A button.
- You will switch back to the edit mode. A box with the phrase you selected will appear. Use the control pad to move the box in any direction. When you have it where you want it, press the A button.

Here are a few notes about text:

- Text that has been placed will not appear on screen while you are in the edit mode. Instead, a black outline will appear around the frame indicator on the film strip. Watch closely as you advance or rewind frame-by-frame.
- When the black outline appears, go to the Text Menu. The text that you had placed will be showing in the Message Line.
- If you want to delete the phrase, select the "X" phrase (which means no text) and press the A button. You have just removed the text!



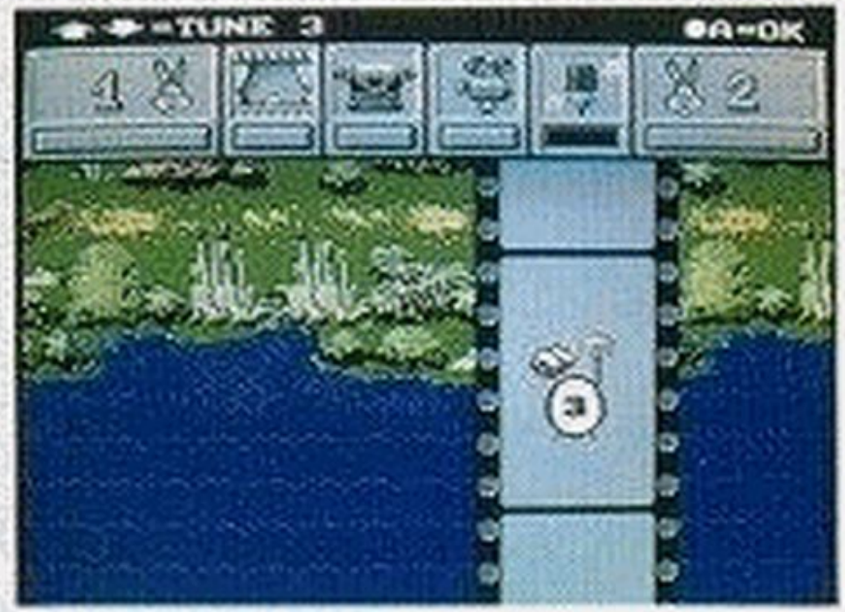
- When text appears in a cartoon, all action pauses. It stops so that you can read the text, then the action continues. If you put a lot of text real close together, the cartoon might appear "choppy." Keep that in mind when you're making your cartoons.



PART 6: ADD SPECIAL EFFECTS

The special sound and visual effects are fun and easy to add to your cartoon. The special visual effects (*props*) are found in the **Actor 1** & **2** menus. You place them just as you would an actor. The special sound effects are added in the sound menu. (It's the one that has a microphone and musical notes.)

- Go to the Sound Menu by pressing the control pad left or right.
- Press up on the control pad to see (and hear) the options.
    - The first five items are musical tunes. They can be placed in your cartoons. These will play continuously until you stop them by selecting the scissors—**NO SOUND** option.
    - The next six items are melodies. These are short musical pieces that last for a few seconds.



- Finally, there are three sound effects selections.

- The pair of scissors in the menu is the command to cancel music or an effect. When you select it, the sound ends at that frame.

You can see where a tune or melody has been placed when you are in **Edit Mode**. A small musical note will appear in the frames that have the music. A small FX will appear in the frames that have a special sound effect. Any of these can be removed or canceled by using the scissors—NO SOUND option.

OTHER EFFECTS

Title Logo On/Off

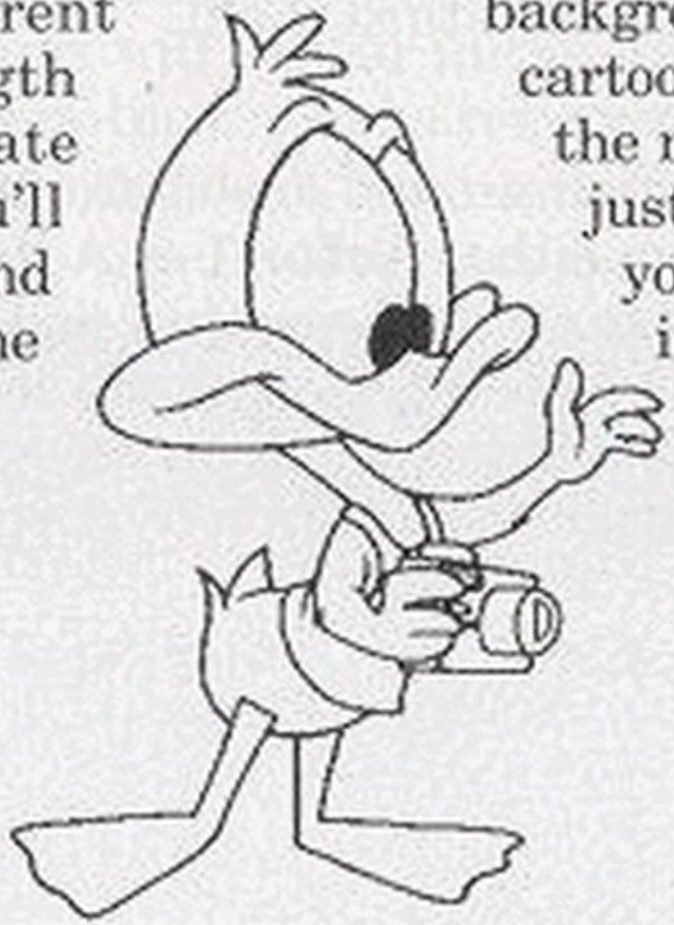
At the start of your cartoon the *Tiny Toon Adventures Cartoon Workshop* logo will appear. It's a fun way to make your cartoon look professional. If you don't want it to appear, go to the props in **Actor 1** or **2** and look for the logo. The message bar says: TINY TOON LOGO OFF, so press the A button to turn it off!

Switch Camera

You can center the action around one character at a time. To do this, select the scissors from either **Actor 1** or **Actor 2**. Highlight the SWITCH CAMERA? message (with the control pad) and press the A button. If you selected **Actor 2**, the camera focuses on that character. If both characters can't fit on the screen together, you will only see the selected actor. Use SWITCH CAMERA to cut back to the other actor.

PART 7: ENJOY YOUR CARTOON!

You have just learned all the steps you will need to create your own cartoon masterpiece. But wait, there's more! You can also save your cartoon on a VCR. You noticed that there are some special phrases included, such as "Happy Birthday." That is so you can make "video greeting card." You can also try to connect two or more cartoons together (to have different backgrounds). You can create a feature length cartoon epic. Who knows? Maybe you could create the next animated classic. Or maybe you'll just put together some wacky short flicks to send your friends rolling on the floor. You are the one in the director's chair.



101 STEPS TO A COOL CARTOON

This is a step-by-step teaching lesson to let you see the features of Cartoon Workshop. In just a few minutes you will create a small cartoon. We suggest that you read through the rest of the manual first, of course. Then read the steps of the tutorial before you begin, just so you know what to expect. Remember this: in most cases you will use the A button to make a selection and the B button to cancel a selection. Are you ready? Alright, let's party Buster style!

Before we create the cartoon, we have to set up the NES.

1. Place the game pak in your NES.
2. Turn on the NES and your TV.
3. The Konami logo will appear. Press the A button.
4. The title screen will appear. Press the A button to continue.

   • The main menu will appear. You should see the ACME Looniversity background, and the **Actor 1** menu will be pulled down. Buster Bunny will be on the menu.

Let's set the stage first. The forest is a good location.

5. Tap the control pad right once. The **Scenes** menu should drop down, with the Looniversity scene appearing.
6. Tap the control pad down twice.
   - The message box should read: **FOREST**.
7. Press the A button to select the **FOREST** scene.
   - A box appears with a warning that selecting a new scene erases your cartoon. Since we don't have a cartoon yet, that's okay.
8. Press the control pad left to highlight **ERASE!**
9. Press the A button.
   - The forest background will appear.
   - The **Actor 1** menu will drop down, with Buster Bunny appearing as the first option.

Now we will make Buster Bunny the star of the show and send him on a walk through the forest.

10. Press the A button to select Buster as your first actor.

    • An animation of Buster will appear. The text in the message box will read **BUSTER BUNNY: EAT CARROT**

11. Tap the control pad down two times. You should now see the animation called **BUSTER BUNNY: WALK**

12. Press the A button to select this animation.

    • Buster will appear in the center of the screen. He will be animated, and the four-way pointer will be on the bottom of him.

13. Press the A button to place Buster. The four-way arrow will become a dot.

Let's experiment with the direction and speed control.

14. Tap the control pad left twice.

    • As the arrow grows, Buster walks faster!

15. Tap the arrow twice to the right so the arrow is a dot again.

16. Press and hold the control pad to the left until the arrow reaches its full length. Release the control pad and watch Buster boogie!

    • Notice that Buster will walk a while, then come back to the starting point and repeat the action. This is called *looping*. This is common for all the animated sequences. Think of them as pieces of film where the ends are connected (to form a loop). They will keep repeating if you let them.

17. That was fun. Now tap the control pad to the right and get the arrow back to a dot.

18. Tap the control pad left twice. That's a good walking speed.

19. Press the A button to select this speed and direction. This will put you in the edit mode.

Now we are ready to edit the action.

20. Tap the control pad up once. The frame counter should now read **2 OF 97**. You have just filmed your first frame!

    • Don't worry about the 97 part of the number. *Cartoon Workshop* adds sections of film as you need them. A cartoon can have up to 4096 frames (about eight minutes).

21. Hold the control pad up briefly until the frame counter reads **39 OF 97**. If you go past 39, tap the control pad up or down until the counter is on **39 OF 97**.

Let's get Buster and change his animated action.

22. Tap the control pad left three times to return to **Actor 1**.
23. Press the A button to select Buster.
24. Press the control pad down once.
    - That brings up **BUSTER BUNNY: STAND.**
25. Press the A button to select.
26. Press the A button again to position Buster.
27. Press the A button again to go begin filming again in edit mode.
28. Tap the control pad up until the film counter reaches **46**.
29. Move the control pad left until you are at **Actor 1**. Press A to select Buster again.

It's time to add some variety to the cartoon.

30. Tap the control pad up twice so that you are at the animation called **BUSTER BUNNY: SKIP**.
31. Press the A button to accept this action.
32. Press the A button to position Buster.
33. Tap the control pad left twice to set the direction and speed.
34. Press the A button to accept this setting and go to edit mode.
35. Advance the film to frame **63** by pressing the control pad up.
    - If you pass 63, tap the control pad down to rewind.
36. Move the control pad left to return to **Actor 1**.

Are you getting the hang of this now? Let's have some fun with Buster!

37. Press the A button to select Buster.
38. Tap the control pad up twice to see **BUSTER BUNNY: STUMBLE.**
39. Press the A button to select.
40. Press the A button to place Buster and press the A button again to go to edit mode.
41. Press the control pad up to advance to frame 72. That should be just enough film to see Buster stumble once.

Now we will add text to the cartoon.

42. Press the control pad left once to go to the **Text** menu.
    - The text menu will drop down with the selection [x] highlighted. The message line will display: **"No words."**
43. Tap the control pad down five times. The selection **"DON'T CHA..."** should be showing.
44. Press the A button to select this text.
45. The text box will appear on the screen with the full message. Press the control pad up to move the box to the top.

On second thought, let's change the text.

46. Press the B button. You're back in the text mode!
47. Tap the control pad up twice to get the message [**WHY ME?**].
48. Press the A button to accept this text.
49. Press the control pad up and right so that the text box doesn't cover Buster.
50. Press the A button to place the text box.

    • You are back in edit mode. Notice the black outline around the frame indicator. This indicates that there is text placed in frame **72** (which is the frame you should be at).

51. Tap the control pad up once.

    • You are on frame **73** and the black outline is gone.

52. Press control pad left to go to **Actor 1**.

53. Press the A button to select Buster.
54. Tap the control pad up once to see: **BUSTER BUNNY: DIZZY.**
55. Press the A button to select this animation sequence.
56. Press the A button again to place Buster.
57. Press the A button to go to edit mode.

Why don't we add some music to liven things up?

58. Press the control pad down and hold it.
    - The cartoon will rewind to the beginning (frame **1**).
59. Press the control pad right once to go to the **Sound** menu. It's the one with the microphone and musical notes.
    - A pair of scissors should appear in the film strip menu.
60. Press the control pad up three times to get to the drum set with the number **3** on it. The message box should read: **TUNE 3**.
61. Press the A button to accept this piece of music.
    - Musical notes will appear in the frame indicator, showing that there is music in this frame.
62. Press the control pad up to advance to frame **45**.
63. Press the control pad right once to go to the **Sound** menu.

64. Press the control pad up three times to **MELODY 1**.
65. Press the A button to select this choice. You should be back in the edit mode.

    • Notice that placing one tune or melody after another will cancel the first selection. In our example, playing MELODY 1 will stop TUNE 3 from playing.

Now we will add Plucky Duck to our cartoon.

66. Press the control pad right to go to **ACTOR 2**.
67. Tap the control pad up once to see Plucky Duck.
68. Press the A button to select Plucky.
69. Tap the control pad up once to see **PLUCKY DUCK: WALK**.
70. Press the A button to select.
71. Press the control pad left to move Plucky. Move Plucky just until you can't see Buster anymore.
72. Press the A button to place Plucky.

It's time to make Plucky discover the slightly dazed Buster.

73. Tap the control pad right once to set Plucky's movement.
74. Press the A button to go to the edit mode and film Plucky.
75. Press the control pad up to advance the film. Stop advancing when Plucky passes Buster and is standing to the right of him.
76. Tap the control pad right twice to return to **Actor 2**.
77. Press the A button to select Plucky.
78. Tap the control pad down once to see **PLUCKY DUCK: STAND.**
79. Press the A button to select.
80. Press the A button to position Plucky, then tap the control pad left to face Plucky toward Buster.
81. Press the A button to switch to edit mode.
82. Tap the control pad up three or four times to advance the film.

Let's add a comment from Plucky.

83. Tap the control pad left once to enter the Text mode.
84. Tap the control pad down five times to reach [DON'T CHA...].
85. Press the A button to select this text.
86. Press the control pad down to move the text box below Plucky and Buster.
87. Press the A button to place the text.
    - You should be back in Edit mode.

That's good. Let's wrap it up.

88. Tap the control pad up six times.
89. Press the control pad left to go to ACTOR 1.
90. Tap the control pad down three times to get to the scissors.
91. Press the A button to select.
    - The highlighted option reads [END FILM HERE?].
92. Press the A button to select.

And finally. . .

93. Press the START button and enjoy your new cartoon.
94. Play it for your family.
95. Play it for your friends.
96. Play it for your friends' families.
97. Play it for your family's friends.
98. Play it for the mail delivery person.
99. Play it for that nice elderly couple down the street.
100. Read the next section about recording your cartoons on a VCR.
101. Now make and tape your cartoons and play them for everyone!

SAVING YOUR CARTOONS ON A VCR

Remember, when you turn the power off on your NES, you lose all the work you have created. Therefore, if you want to save your cartoons on a video tape, you should have the VCR hooked up before you begin.

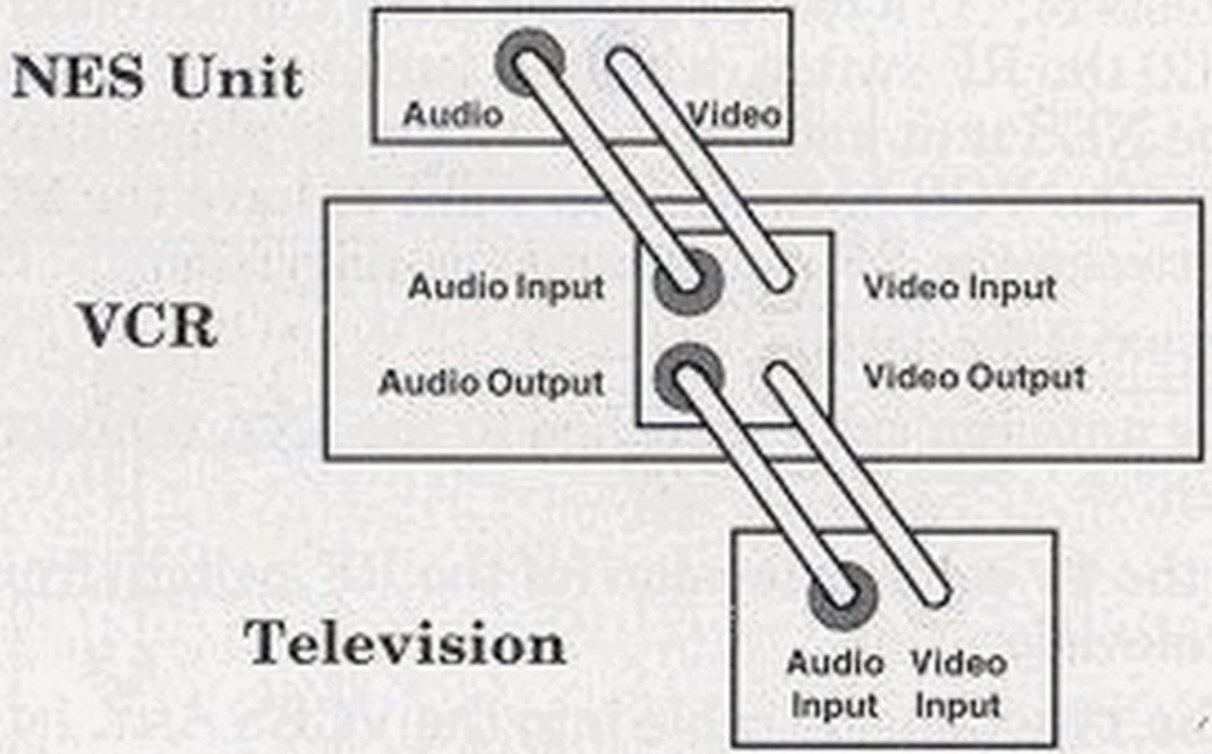
- **We recommend that all connections between components be made under adult supervision.**

The first thing you need to do is hook up your Nintendo Entertainment System® to a television with a VCR.

STANDARD VCR HOOK-UP

Refer to DRAWING 1 for details.

1. Leave the ends of the red (audio) and yellow (video) wires which are connected to your NES where they are.
2. Remove the red and yellow plugs from your TV.
3. Make sure your VCR is properly hooked in to your TV. (Consult your VCR and/or TV owner's manual for complete instructions.)
4. Insert the red (audio) plug into the VCR's AUDIO IN jack.
5. Inset the yellow (video) plug into the VCR's VIDEO IN jack.


NES Unit
Audio
Video
VCR
Audio Input
Video Input
Audio Output
Video Output
Television
Audio Input
Video Input

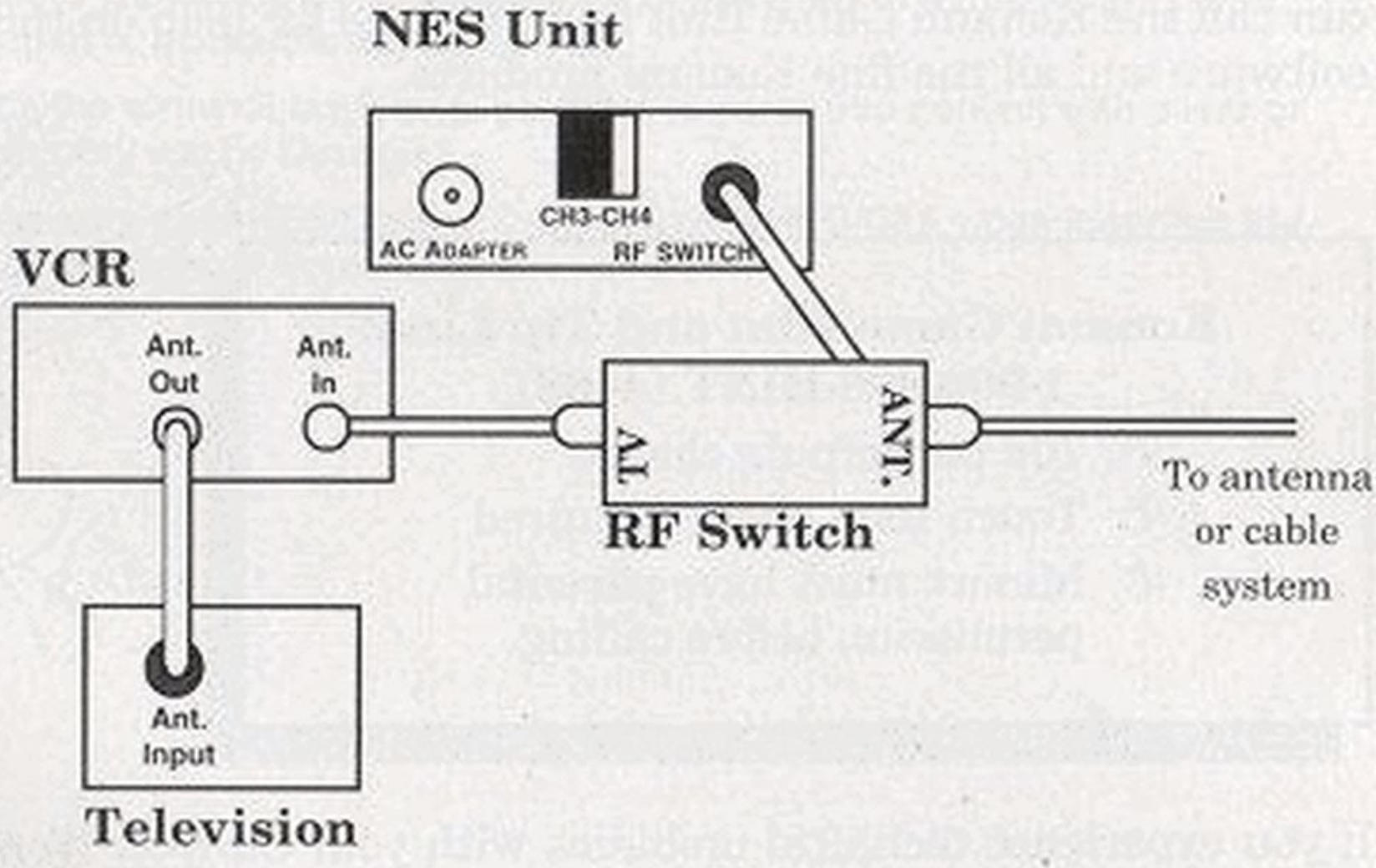
(DRAWING 1)

VCR CONNECTION USING RF HOOK-UPS

Use this method for most cable/antenna system hook-ups. The basic hook-up consists of; (1) a cable running from the antenna or cable system into (2) the RF switch, which in turn has (3) a cable that plugs into the NES unit and another which (4) plugs into the television. For the VCR hook-up, you want to have the VCR connected between the RF switch and the television.

Refer to DRAWING 2 for details.

1. Leave the antenna cable attached to the **ANT.** connector on the RF switch.
2. Remove the **TV** cable extension (of the RF switch) from the back of your television.
3. Attach the **TV** extension cable into the VCR's ANT. IN jack.
4. Attach the VCR's ANT.(or Cable) OUT cable to the television's ANT.(or Cable) INPUT jack.


NES Unit
CH3-CH4
AC ADAPTER
RF SWITCH
VCR
Ant.
Out
Ant.
In
TV
ANT.
RF Switch
To antenna
or cable
system
Ant.
Input
Television

(DRAWING 2)

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this software and all the fine Konami products.

Konami Game Hint and Tip Line:
1-900-896-HINT (4468)

- 70¢ per minute charge
- Touch tone phone required
- Minors must have parental permission before calling

If you experience technical problems with your *Cartoon Workshop* game pak, try our Warranty Services number: (708) 215-5111.

Service personnel are available Monday-Friday 8:30 a.m. to 7:00 p.m.CST.

Treat Your Konami Game Pak Carefully

This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.

Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.

Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

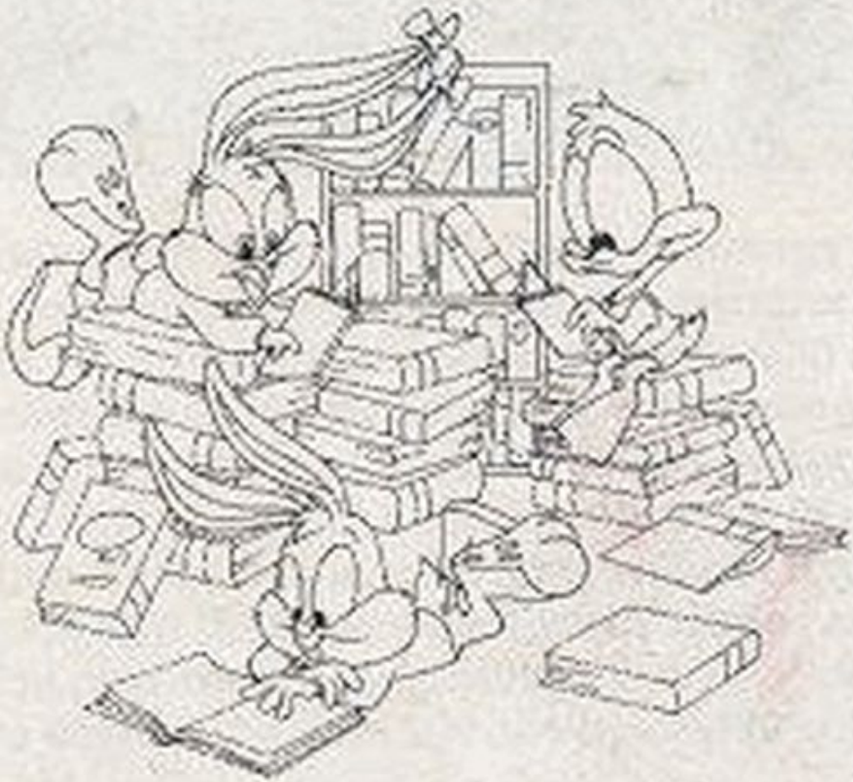
— Reorient the receiving antenna.

— Relocate the NES with respect to the receiver.

— Move the NES away from the receiver.

— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.



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